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Beginning Game Development using Cocos2d-x v3 C++ [Video] This repository accompanies Rapid Game Development with Cocos2d-JS by Hemanth Kumar and Abdul Rahman (Apress, 2017). Download the files as a zip using the green button, or clone the repository to your machine using Git. Releases. Release v1.0 corresponds to the code in the published book, without corrections or updates. Contributions

GitHub - Apress/rapid-game-dev-w-cocos2d-js: Source code ..

Open source game development Cocos2D-x is an open source game engine under MIT license. Compared to commercial Unity3D or Unreal Engine it is lightweight and robust. It is chosen by both small and big companies.

Cocos2d-x Game Development Company & Services - VironIT The main advantage I get with using libgdx is that you can run your app on the desktop rather than on an emulator or device, which makes iteration times much faster, which is essential for game development. If cocos2d can do this, then I think it's fair to use, but rapid iteration is definitely what sets libgdx apart from Andengine.

Cocos2d-x is one of the easiest game frameworks in the world and will provide you with a solid foundation for your game development journey. The gaming industry is bigger than Hollywood and is constantly growing, start your journey now. You will be provided with the full source code to aid in development during and after this course.

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